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(closest adj point) same vector same (collid\$ or collis\$ or contact\$) same force same (zero or 0)	0

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09/034,847

<u>5287446</u>	February 1994	Williams et al.	395/152
<u>5325476</u>	June 1994	Takii et al.	395/141

ART-UNIT: 242

PRIMARY-EXAMINER: Herndon; Heather R.

ASSISTANT-EXAMINER: Burwell; Joseph R.

ATTY-AGENT-FIRM: Blakely, Sokoloff, Taylor & Zafman

ABSTRACT:

A method and apparatus for determining and displaying or preventing a collision between two objects. Certain characteristics of these two objects such as their sizes, orientations, and velocities, are inputted. Based upon these characteristics, a collision contour is generated about the first object. If either or both object(s) had been moved, the collision contour is generated based on a velocity outline to account for the velocity effects. These two objects have collided if the second object's centerpoint is included in the collision contour. Otherwise, the two objects have not collided. The result is then portrayed on a graphics display device.

20 Claims, 17 Drawing figures

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